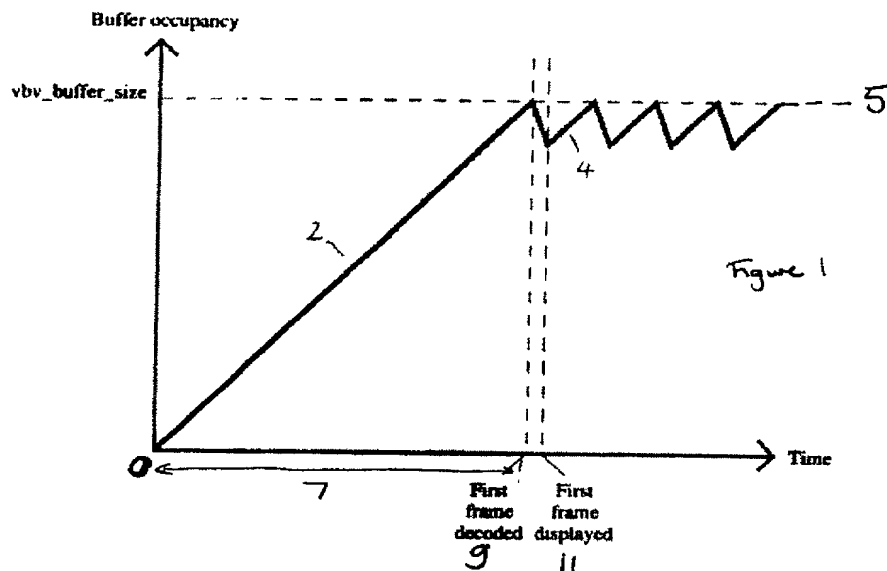


Prefill level obtained from vbv_buffer_size



Prefill level obtained from frame separation

